

GRIMNIR TACTICAL

PRESENTS



SOL IMPERIUM

RULESET

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A LETTER TO THE PLAYERS



To The Explorers, Warriors, and Rebels

First and foremost, thank you! We can't express how excited we are to have you along on this journey. We've spent a lot of time and effort shaping this universe, and we can't wait to put it in your hands and see where you take it!

We've spent the past 11 year participating in large scale milsim events. Our goal is to take the immersion and realism of hardcore events and marry it with the highly kinetic nature of more casual scenarios, all while wrapping the entire thing in a deep, exciting narrative that we feel is unique to us. We specifically chose the theme, setting, and time to allow us to stretch beyond reality. This will produce new, dynamic, and unexpected scenarios that other producers can't. We are really, very excited to bring this experiment to life.

Our sincere hope is that you invest not only in the games themselves, but in the factions and characters. We would love nothing more than to create a community around this universe, where players align to a cause and see it through. So choose a side and grab your gear, the system awaits...

Welcome to the Fight



GENERAL GUIDANCE

The below sections outline the general rules and guidelines that will assist players in getting oriented and prepared for their selected ops.

WHAT TO EXPECT AFTER BUYING YOUR TICKET

1. Read this document, which describes the rules, expectations, and mechanics that appear in all Grimmir Games
2. Join our Discord Server, which can be accessed [here](#). It will be the main hub for all event announcements, communications, and planning. It also allows for all Grimmir players to interact between events and provides a direct link with producers. See detailed instructions below.
3. All players will receive a player guide 2-4 weeks before the event, which will provide administrative information, instructions, amenities, and any unique mechanics
4. Rosters will be published as soon as possible and will evolve, sometimes up until the day of the event based on faction needs. We aim to get this into the player hands as soon as possible but no less than 1 week before the op.
5. Tactical information (maps, MGRS coordinates, opords, etc) will be published between 1-2 weeks before the event.
 - a. We work to ensure all players get engaged as much as possible, which means waiting to finalize missions and narrative elements until the rosters are completed

GRIMNIR TACTICAL DISCORD

Players are encouraged to join the discord whether they purchased a ticket or not. The community is aimed to not only provide in-game and planning information, but to enable interested individuals to ask questions and engage with GT veterans and producers before buying their tickets. The Discord, again, can be accessed

[HERE](#). Make sure you keep your eyes peeled for new groups, communities, and activities as the server matures!

For those that purchased tickets, you should expect the below:

1. It is recommended that you use the link above to immediately join the server ASAP. You will have access to all general chat and question channels
2. Follow one of the below cases to ensure you get into the appropriate event groups. Cases A-C are one time deals. Once you are in the server, you will always be automatically added to the event groups **unless** you are part of a mass purchase (2 or more tickets in a single order).
 - a. If you don't have a discord account, head [here](#) to create an account, download the app, and get started.
 - i. Once you have an account, use the above link to join the server. You will have to message the GT administrators and request to be added to the appropriate events and active groups.
 - b. If you already have a discord account, and you entered it in the check-out form when buying your tickets, you will need to :
 - i. Join the discord server (see link above) or access it from the comms page on [grimnirtactical.com](#)
 - ii. The GT bot will automatically add you to the appropriate group(s) based on the event tickets you purchased
 1. The bot runs every 2 hours
 - c. If someone bought a ticket for you as part of a "mass purchase" (2 or more tickets to the same event in a single order), you will need to follow the instructions listed above to join the server but will **always** need to message the administrators to be added to the correct faction. Our bot can't run through this case yet.
 - d. If you purchased tickets, and are already part of the server, you will be good to go unless you are part of a mass purchase (point c. above). In this case, you will need to request access from the GT administrators

CHECK-IN, WAIVERING, AND REGISTRATION

1. Check-in/registration timeframes will be **strictly** adhered to. If you miss the window, we won't turn you away, but you will be inserted at the convenience of the support/embedded staff. Be on time.
2. We **ARE NOT** accountable for providing waivers onsite. They will be signed digitally prior to or at the event. If you don't digitally sign, or show up with a paper waiver, and we don't have any waivers onsite, you will **NOT** be permitted into the op. Digital signature options will be available for minors that need a parent onsite.
3. Staff will **NOT** be responsible for helping move any player equipment into or out of the AO. Read the packing guidance and follow it to the letter.

PACKING GUIDANCE AND RESTRICTIONS

1. **"Required items"** on the packing list are not suggestions, **THEY ARE REQUIRED**.
2. Items listed as **"recommended"** are **highly recommended**. They are for your safety and comfort. Leave them at your own risk/comfort.

3. For **Operation** event types
 - a. Players are limited to **1x rucksack** and/or an optional **1x assault pack while on the field**. This is to ensure both you, and everyone around you, have the best possible experience.
 - b. Players will be allowed to drop additional supplies at their faction safe area. These will be safe, non combat zones that players can extract to in order to resupply.
 - c. **Operations** allow players to choose between sleeping in a faction safe area or “in the field”. Players will be limited to the 1x rucksack and 1x assault pack limit if they choose to sleep on the field. In these cases, players must bring the materials needed for overnight sustainment with them.
 - i. Sleep systems and overnight sustainment can be housed in the safe area during the day and retrieved before entering the field for your last deployment or carried through the op. Operations allow players to choose the intensity of the experience.
 - ii. This also allows players to bring additional items of comfort to the safe area when initially entering the op.
 - iii. **BE ADVISED** - Once players check in and enter the safe zone for their faction, they will not be allowed back to their vehicles. Players must report with all of their sustainment gear.
4. For **Episode** event types:
 - a. Players are limited to **1x rucksack** and/or an optional **1x assault pack**. This is to ensure both you, and everyone around you, have the best possible experience. Everything you need to sustain yourself should fit in these 1-2 packs for the op. NO coolers, tough boxes, treasure chests, etc. You should be able to carry everything you need on your back and drop it to fight if need be. Please take this seriously. Believe it or not, bulky items, long packing times, and immobility can have a huge negative impact on the Operation. Pack light, pack smart.

PLAYER AGE CONSIDERATIONS

1. **18 and older** - All good. The player just needs their personal waivers.
2. **Between 16 and 18** - A parent/legal guardian’s signature is required on the waiver(s).
3. **Under 16** - A parent must be present at the field and at the check-in kiosk. It is preferred, but not required, that the parent plays in the game as well. If the parent does not, they must remain close by in the case of an emergency.
4. **No one under the age of 14** is allowed to participate in a GT event.

FACTION/PLAYER ORGANIZATION

1. **All event coordination, communication, and materials will be delivered via the Grimmir Tactical Discord Server or by email. You can find links above or Comms page on the GT website.**
2. Once again, **ALL COMMS RUN THROUGH DISCORD**. GT is not responsible for reaching out beyond this forum.

GENERAL CONDUCT AND EXPECTATIONS

1. Respect the staff. We will not tolerate disrespect at any time. Period.
2. Follow the hit rules. This is an **immersive experience**. When you get hit, don’t just raise your hand

and call “hit”, flop to the ground and roll around and scream for your mother. Sell it.

- a. Players who do not follow the above guidance are subject to **ejection**.
 - i. Yes, this is harsh. However, not hitting the ground and appearing hit can make engagements confusing and cause unnecessary conflict. This makes the event suck for you and harder for us to run. Fall over like a good dead person.
3. Respect the embedded staff and player leads. Especially the player leads. They are normally assigned and are simply doing the best they can.
4. Player leads are expected to **LEAD** this means working directly with staff and taking initiative to execute on priorities. The staff will **NOT** always spoon feed you the answers. Part of the experience is what **you** make of it. Grimnir commanders will do their best to ensure everyone gets out and does something badass, but as a player the reins are in your hands while on active rotation. Refer to your Prime Directives, leverage your chain of command, and work with staff to put the right actions and plans in place. This is our game, but **YOUR** story.
5. Be respectful to the other players. Don't overshoot, ask permission before touching and/or searching other players, and don't be toxic. We are building an intense, but accepting community. Yes, things get heated when you shoot one another, but remain level headed and seek staff assistance if needed.
6. Don't cheat. Should go without saying, but don't do it.
7. Always ask permission before putting hands on another player. Always.

GENERAL SAFETY

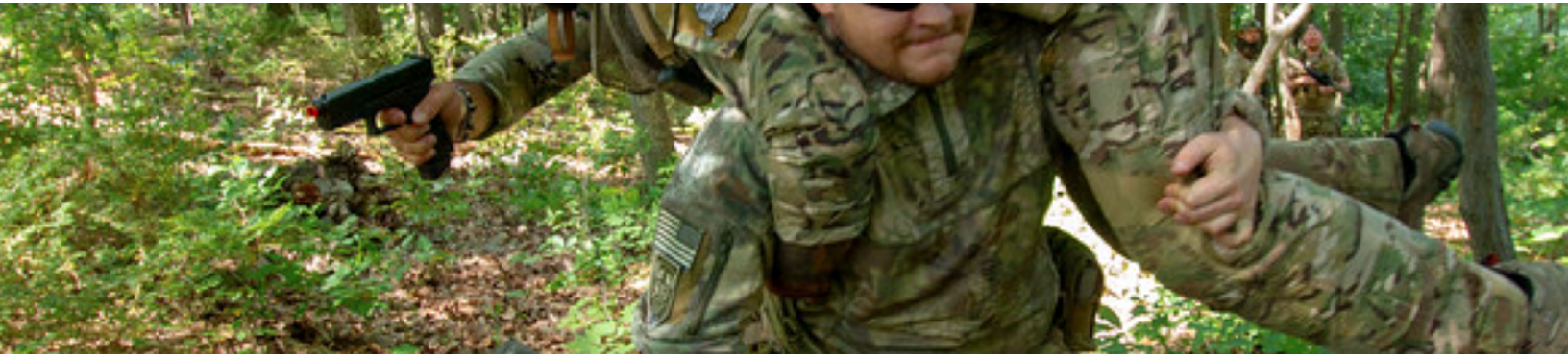
1. Eyepro is to remain on **AT ALL TIMES**, this includes sleeping for continuous events. You will receive one (1) warning. If you have to be told again, you will be asked to leave.
2. Always get permission before going “hands on”.
3. Observe the safety perimeter around moving vehicles.
4. Do not jump from moving vehicles.
5. Be aware of your surroundings, always.
6. **DO NOT** jump on grenades... you aren't winning any medals here.
7. We recommend facepro, earpro, and a helmet, but it is not required.
8. Pack light, but pack smart. Always review the weather and ensure you pack appropriately. Check out our [“How to Pack for a Milsim”](#) video on youtube.
9. Prioritize warmth and safety over comfort.
10. You are your own best safety.

REAL WORLD EMERGENCIES

In the case of a real world medical/safety issue, follow the below guidance

1. Upon identification, call **REAL WORLD (NOT CEASEFIRE OR BLINDMAN)** out and ensure those around you echo it. We say again, call out **REAL WORLD**.
2. Immediately radio for faction command with the following:
 - a. A description of the situation.
 - b. The number of individuals involved.
 - c. Your location (grid/gps coordinates if you have them).

- d. Your real name.
3. Take a knee and await further instructions.
4. Staff will arrive and provide immediate instructions.
5. In nearly all cases, you will be told to return to your main FOB/base to await game restart.
 - a. This typically takes 20-25 minutes depending on the situation and the severity.
6. Staff will provide the “**GAME ON**” command once play can resume.



HIT RULES - PERSONNEL

To preserve immersion, players **must** follow the below general guidance when hit:

- When hit, **DO NOT** just raise your gun or hand. Hit the ground
- When hit, **FALL** to the ground and act it out. The more you look like a non combatant, the less you will be overshot.
- Shooting a downed player before they have aid rendered **WILL NOT** further decrease their health status.
- **DO NOT** shoot downed players
- Gun hits **DO NOT COUNT** while the weapon is in a player's hand.
- A holstered pistol, for example, counts as a piece of kit until it is drawn. Post sidearm transition, the slung weapon will then count as a piece of kit.
- Melee strikes and grenade impacts **instantly** put you into **CRITICAL** state.
- All things considered, remember, it's airsoft. If you are dead in the middle of a fight, it may be hard to tell if someone is taking cover or down. If you get hit again, calmly raise your hand and let everyone know you are dead.
- If shooting up or down from different levels, shoot at a 45 degree angle (general angle of a staircase). **DO NOT** shoot straight up or down at players.

There are 3 different states a player can be in. Each comes with different capabilities and parameters. Those states are described below:

Stage	Capabilities	Entry	Exit
Wounded	<ul style="list-style-type: none"> • Can call for a medic and scream in pain... 	<ul style="list-style-type: none"> • Hit anywhere on the body or kit for the first time (No TQ) 	<ul style="list-style-type: none"> • TQ applied (buddy) • 5 min bleed out expires
Critical		<ul style="list-style-type: none"> • Hit anywhere on the body or kit with a TQ applied. • Melee strike • Grenade impact 	<ul style="list-style-type: none"> • Vitagel applied • 5 min bleedout
Dead	<ul style="list-style-type: none"> • None, you are dead. Deploy your dead rag/light and head back to the nearest CCP/faction spawn 	<ul style="list-style-type: none"> • You reach the 5 min bleed out without aid being rendered 	<ul style="list-style-type: none"> • Return to the nearest CCP or respawn

TOURNIQUETS (TQ)

Every player will be issued a TQ at check in. These are meant to be **RETURNED**. See below for TQ usage:

- Players should have their issued TQ on them at all times.
- When using a TQ, it must be fully applied and secured before a player can take further action.
- TQs **CANNOT** be removed in the field. They can only be removed in the following instances
 - Returning to a faction held point and having a staff member remove it. This simulates receiving advanced medical aid
 - Using a respawn module at a held point after dying.

VITAGEL

VITAGEL is the second tier of player aid. Guidance is as follows:

- Vitagel is distributed through “injection”.
- The injection device must remain **attached** to the medic’s kit (we will provide 550 cord or similar).
 -
- Only medics can carry and administer vitagel.
- To administer Players must:
 - Turn the device on, allow the startup sequence to run.
 - Move to the injured player and press the injector to them. A tone will sound once injection is complete and the screen will read “**CLEAR**”.
 - If the injector is removed before the all clear tone sounds, the injection will fail and players must start over again.
 - Successful injection will reduce the available charges by 1.
 - Factions can earn additional injections by winning Conflict events that provide medical supplies
 - Factions can earn additional injections by winning Conflict events that provide medical supplies
- It is recommended that players turn their injectors off when not in use to extend battery life.

GRENADES AND EXPLOSIVES

- 10ft impact radius. If set off in a room, everyone in the room is instantly critical unless behind hardcover
- Impacted players immediately enter the critical stage.
- Taking shelter behind hardcover negates grenade effects. Hardcover examples are:
 - Doors, rocks, buildings, vehicles, barriers.
 - General rule, if you can see the grenade/the explosion, it can see you. Honor good throws/shots.

VEHICLES

HIT RULES

Vehicles follow a tiered health scale similar to players. The below table outlines the progression:

Stage	Capabilities	Entry	Exit
Disabled	<ul style="list-style-type: none">• Turret and weapon systems can be utilized	<ul style="list-style-type: none">• 1 direct hit with a TAGinn or launched projectile<ul style="list-style-type: none">○ The projectile does not need to explode. Contact is enough	<ul style="list-style-type: none">• Repair actions completed
Destroyed	<ul style="list-style-type: none">• None	<ul style="list-style-type: none">• A second and third direct hit with a TAGinn or launched projectile before a repair is completed• A handheld grenade thrown directly into the turret, open window, or hatch.<ul style="list-style-type: none">○ Players cannot manually open any doors, windows etc.	<ul style="list-style-type: none">• The vehicle exits the field, returns to the MAIN FOB, and can then respawn once checked in with a staff member.

- Vehicle crews must decide whether to attempt a repair or abandon a disabled vehicle. Turrets and weapons are operable when in a disabled state.
 - Friendly players may be revisited and repaired at any time
 - Abandoned vehicles **CAN NOT** be fired upon for effect. If the staff member isn't present to witness the hit, it doesn't count
 - **DO NOT** tamper with abandoned vehicles
- If a crew decides to attempt a repair and the vehicle takes two more direct hits, all personnel inside and within a 10 foot radius of the vehicle are instantly put into critical state.
- Handheld grenades that go off inside the vehicle instantly kill all crew members
- Vehicles must engage their hazards when destroyed.

BRINGING VEHICLES

One element that adds to the experience on all sides is the presence of vehicles and, where possible, we invite players to bring them. The below outlines the policies and methods to do so.

- Players must make a request to bring a technical to an admin within the event discord channel
- Admins will review the request. They have the right to admit or refuse vehicles, no questions asked.
- Vehicles should follow the below guidance
 - NO sedans
 - Should be a "rugged" model (jeep, pickup, actual military vehicle)
 - Must be used as a gun truck or troop transport
 - All vehicles will be subject to being engaged if on the field.

VEHICLE REPAIRS AND RESPAWNS

Vehicles can be repaired in one of two ways based on their current health stage (Disabled or Destroyed):

- Players in engineer roles will be supplied with **maintenance modules**.
- An engineer must be escorted to the vehicle and protected while the repair is completed

HAND GRENADES AND VEHICLES

Hand grenades do not affect vehicle exteriors. They can, however, kill the crew inside if a player manages to throw a grenade into an open port. Ensure you always follow vehicle safety guidelines.

VEHICLE SAFETY

Operator/Crew Guidance

- Speed limit is 10 mph during daylight and 5 mph after dark.
- Lights must be on at night
- If infantry are around a stopped vehicle and are using it for cover, the crew must make them move **10 ft** away before mobilizing.
- **DO NOT** speed away if players are within 5 feet or are extracting casualties,
- Be smart, be safe, always.

Surrounding Infantry Guidance

- Stopped vehicles may be approached for cover.
- Listen to the commands of vehicle crews at all times.
- Do not attempt to mount a moving vehicle.
- If hiding/wounded/critical and a vehicle approaches, move if you are in their direct line of travel.



WEAPON GUIDANCE

Type	FPS/Joules Limits	Firing Mode	Engagement Dist
AR/Pistols/SMG/Shotgun	1.5 Joules 400 FPS @.20g 350 FPS @.25g 320 FPS @.32g	Single	None
MMG/LMG	2.09 Joules 475 FPS @.20g 425 FPS @.25g 375 FPS @.32g	Auto	50 ft
DMR	2.8 Joules 475 FPS @.25g 435 FPS @.32g 365 FPS @.45g	Single	100 ft
Sniper		Bolt	

ADDITIONAL PARAMETERS

- MMGs and LMGs must meet the following criteria
 - Must be a box fed weapon system
 - The automatically approved weapons are the: M249, M240, Stoner 63, M60, Krytac Trident LMG, PKM
 - If your box fed weapon system is not one of the above, you must check with an admin in the discord channel
 - Weapons traditionally considered to be assault rifles, SMGs, DMRs, etc. **cannot** be considered LMGs or MMGs
 - This means an M4 or AR15 with a box mag does not qualify as an LMG/MMG
- Drum mags are **not** approved for LMGs/MMGs.
 - They **can** be used on SMGs or Pistols, but the weapon must still follow standard weapon type fire mode rules (single shot)
- You cannot “**convert**” weapon types mid-game. Example: you cannot have an SMG, throw a box mag on it, and use it like an LMG. This creates potential for conflict and can be dangerous.
- You are allowed to bring multiple weapons but you **must** be able to carry them on and off the field/ruck with them.

SHIELDS

Shields are permitted under the current guidance:

- 1 shield/squad permitted.
- Shield carriers follow normal body hit rules.
- Grenades and launched projectiles destroy the shield instantly. The user will be safe (assuming the blast is in front of them) but the shield will be destroyed and inoperable.
- If defeated by a grenade, the shield carrier must return to base in order to utilize the shield again. The shield is considered destroyed.
- Side arms or melee weapons only when using a shield.

MELEE WEAPONS

Melee weapons are allowed, but must be used in a safe manner and follow the below:

- No modified edge weapons - Rubber or Foam permitted.
- Slashing motions only, no stabbing or thrusting motions.
- If “stealth killed” players **MAY NOT** call out or call for a medic while wounded or in critical condition. They immediately enter the critical state (see hit rules) with the key difference of **NOT** being able to call for a medic. This is to preserve stealth for the killing player(s).

WEAPON CLEARING

- Point the weapons in a safe direction.
- Remove the magazine.
- Fire until the weapon is empty.
- Stow the magazine and place the weapon back on safe.
- For ENDEX; players will be asked to remove their batteries/air lines.

PYRO RESTRICTIONS

Pyro impact was covered under hit rules, the below outlines general guidance for pyro that is allowed, unless otherwise stated in operational details:

- Enola Gaye Smoke is permitted - MILX variant is prohibited.
 - Smoke grenades may be prohibited at any time based upon AO/Weather conditions.
 - Smoke Grenades are not permitted to be thrown **INSIDE** of structures.
- All TAGinn products are permitted, unless otherwise stated.
- Enola Gaye Frags are permitted.
- Sportsmoke is permitted.



GEAR AND PACKING GUIDANCE

GENERAL GUIDANCE

- Players are limited to **1x rucksack and/or 1x assault pack** while on the field. Meaning everything a player brings to the event **MUST** fit into these two bags for **OPERATION** and **EPISODE** event types. **CONFLICTS** are looser as play breaks at night and players may return to their vehicles and camping area.
 - As a rule of thumb, players should pack so that they can carry **ALL** of their equipment for the **ENTIRE** op.
- **NO** coolers, yetis, toughboxes, footlockers, or similar can be brought into the field of play. You will not be able to effectively move around the field.
- Improper packing can severely impact not only your experience, but your entire team's. It can even impact the event itself. Examples being:
 - Delays in insertion.
 - Slowing faction advances.
 - Inability quickly and efficiently relocate after a base wipe or similar event.
- Players need to remember that the battlefields are dynamic and they may be asked to move at a moment's notice. They will certainly be **required** to move if their position is overrun.
- Tents are permitted **BUT** be advised that any area of the battlefield can become hot at a moment's notice. This means that tents may become cover. BBs and tents don't mix, use at your own discretion/risk
 - We **highly recommend** tents be subdued colors.
- If you are bringing a tent, once again, it needs to fit on/in your ruck so you can move it quickly.
- Bottom line: Pack light, pack smart. You can live without certain comforts for 30-40 hours.
- Watch our video on "[Packing for a milsim](#)" on our youtube.

UNIFORM GUIDANCE

Faction	Permitted Styles	Permitted Patterns	Permitted Rain/Cold Weather Gear
IGC	<ul style="list-style-type: none"> ● Matching Combat Tops and Bottoms ● Black Short/Long Sleeve T-Shirts with approved pattern bottoms 	<ul style="list-style-type: none"> ● Multicam variants, AOR1, AOR2, AUSCAM variants, Flektarn variants, Solid Black, Multicam Black, DNC, Desert variants, MARPAT variants ● Additional patterns can be requested but must be submitted to staff for review in the event discord 	<ul style="list-style-type: none"> ● Black or an approved IGC camo pattern
CFI	<ul style="list-style-type: none"> ● Civilian Clothing ● Matching M81 or Tiger Stripe Combat Tops and Bottoms 	<ul style="list-style-type: none"> ● M81, Tiger Stripe, Solid colors other than black (ranger green, tan, gray, brown) 	<ul style="list-style-type: none"> ● Gray or an approved camo pattern

IGC “PT” Uniform

If IGC players want to “de-kit” and don more “relaxed” clothing (not combat uniforms), the following is approved

- Black top - long/short sleeve t-shirts, crew neck, or sweat shirt
- Black ranger panties, shorts, or sweatpants

Barney Style Guidance...

- As an IGC soldier: If you see someone wearing civilians, M81, or tiger stripe, consider them potentially hostile/hostile
- As a CFI rebel: If you see someone wearing matching uniforms, a black top, or all black casual clothes, consider them potentially hostile/hostile

PACKING LIST

KIT

Item	Priority	Quantity
Headlamps/flashlights (redlight)	<i>Required</i>	1x
Ansi Z87.1-1989 rated glasses/goggles	<i>Required</i>	1x
Primary Weapon	<i>Required</i>	1x min
Magazines	<i>Required</i>	3x recommended
Batteries/Air tanks	<i>Required</i>	4-6x
Ammunition (Biodegradable)	Required	Personal preference

Comms Equipment (Radio + Headset + PTT)	<i>Required</i>	1x
Faction Uniform	<i>Required</i>	2x sets
Footwear	<i>Required</i>	1x
Wet Weather Gear/Cold Weather Gear	<i>Required</i>	1x weather appropriate
Dead Rag (Red)	<i>Required</i>	1x
Dead Light (Red)	<i>Required</i>	1x
COVID facemask*	<i>Required</i>	2x
Secondary Weapon	<i>Recommended</i>	Personal preference
Action Cams	<i>Recommended</i>	Personal preference
Helmet/Headgear/ Earpro	<i>Recommended</i>	1x
Facemask	<i>Recommended</i>	1x recommended
Multitool	<i>Recommended</i>	1x
550 cord	<i>Recommended</i>	1x
Gorilla Tape	<i>Recommended</i>	1x
NODS w/ J-arm and Rhino Mount or Harness	<i>Recommended</i>	1x
Zip Ties	<i>Recommended</i>	1 pack
Chem Lights (Red and Green only for players)	<i>Recommended</i>	Personal preference
GPS	<i>Recommended</i>	1x

COMFORT AND HYGIENE

Item	Priority	Quantity
Sleep system/ground cover	Required	1x
Wet Wipes	<i>Required</i>	1/ea
<i>Sleeping Bag or hammock</i>	<i>Required</i>	1x
Personal Hygiene Kit	<i>Required</i>	1x
Hand Sanitizer	Required	1/ea
Pillow	Optional	1/ea
Bug Spray	Optional	1x
Sunblock	Optional	1x
Tent	Optional	1x Preference

SUSTAINMENT

Item	Priority	Quantity
<i>Food</i>	<i>Required</i>	<i>2 days</i>
<i>Water</i>	<i>Required</i>	<i>2-4 L</i>
<i>Socks</i>	<i>Required</i>	<i>2x</i>
Garbage Bags	Required	2x
AA Batteries	Optional	12+
AAA Batteries	Optional	12+
Field Maintenance Kit	Optional	1x
XL Ziploc	Optional	2x

IN-GAME MECHANICS

DRONES

Players are allowed to carry and deploy their own drones in GT ops. The below outlines their use:

- Players assume any and all risk for utilizing personal drones.
- Players **ARE NOT** allowed to shoot drones. If a player is found to shoot a drone, they will be ejected immediately.
- Most factions will have a surveillance drone that can be requested if players don't have their own to deploy. Staff will pilot the staff drone.
- If players see an individual shooting a drone, they are to report it immediately.

JUGGERNAUTS

- Juggernauts **MUST** be requested and approved by staff in the event discord no less than 1 week prior to the event.
 - Juggernauts must be approved event to event. Just because you got in at a previous event does not mean your juggernaut is approved for a future event.
- Juggernauts must have an armored appearance to differentiate them from normal fighters
- Small arms fire is ineffective against Juggernauts.
- Juggernauts hit rules
 - 1 grenade or TAGinn within 10 ft “stuns” the juggernaut
 - The juggernaut will take a knee for **30 seconds**
 - Players must remove a “power core” from the juggernaut to eliminate it
 - The “cores” will be issued by GT prior to the event
 - Juggernaut rigs must have places to attach the “core”
 - Players do not necessarily need to use an explosive on the juggernaut before pulling the “core”
- Juggernauts can only move at a walking pace

ODIN OPERATIVES

ODIN Operatives are the elite IGC special operations units. They are staff only roles and are **MEANT** to be overpowered. They can be identified with their all black uniforms and specialized armor. See below for details on ODIN Operatives:

- ODIN Ops abide by juggernaut rules with one key exception: **THEY CAN RUN**

EPWs, SEARCHING, AND GOING “HANDS ON”

SEARCHES

- Players must **always** get permission before putting hands on another player.
- With permission granted, the player may be searched. In this scenario, what the searching player finds is what they get. The enemy doesn’t need to provide assistance.
- If permission is **NOT** granted, a notional search must be conducted. Players will ask for **SPECIFIC** items/intel and searched individuals **MUST** give them up. The requested item must be **specifically asked for**.
- Players may copy radio freqs, take pictures of notes/docs, and confiscate actual props.
- Players **may not** loot ammo, grenades, tourniquets, or personal effects.

EPWs

- Enemy players may be captured. Players must use medical supplies to bring them to a moveable state and to prevent the bleedout.
- As always, permission must be granted before going hands on.

- With permission granted, the enemy player may be detained
 - If the captured player is game, they can be zip cuffed **IN THE FRONT, ASK FIRST!**
 - If not, notional (read: invisible) cuffs will be applied. The enemy player must keep their wrists together and at their waist while captured to simulate cuffs.
- EPWs may be held for **1 hour** once they arrive at a faction's base
- If a player remains a prisoner for the whole hour, the player must leave their captors FOB and forget everything they have seen/heard/interacted with.
 - If rescued, or if they escape, a player retains all knowledge of their encounter. Use this to your advantage.

DEATH AND DYING

- When hit, players **must** fall to the ground and **appear** non threatening
 - Lie on your back/stomach, drop your weapon, spread your arms and legs
- Players can **only** call for a medic when hit. You **cannot** talk to other players or call out enemy positions when wounded
 - However, if you are successfully revived before you bleedout, you will remember everything you have seen or heard while downed...
- Players **cannot** get up and leave before the 5 minute bleed out time is up. When in doubt, wait longer...
- Players **cannot** “play possum” or pretend to be wounded or hit. There is no way to differentiate and this is generally seen as unsportsmanlike.
 - Playing possum is an ejectable offense (see below)

CHEATING AND PUNISHMENT

The below table details the punishments for cheating or other malpractice performed by players during the course of an op:

Infraction	1st Offense	2nd Offense	3rd Offense
Failure to call a hit	Warning, player is white cell killed. And must return to primary respawn, not a remote location	Player will be asked to step off of the field of play for 1 hour and to check in with staff before returning to play.	Player is asked to leave the event
Vehicle Failure to call a hit	Warning, vehicle is white cell killed and returned to their faction base	Vehicle is white cell killed and taken out of play. It is at faction commands discretion to also remove other vehicle as well. This lasts for 3 hours	Vehicle is white cell killed and permanently removed from play. All faction vehicles are grounded for 6 hours .
Abusing wounded and critical states	Warning, player is white cell killed. And must return to primary respawn, not a remote location	Player is white cell killed and will spend 1 hr in their faction prison	Player is asked to leave the event
Failure to ask for permission prior to	Warning. Player is white cell killed and will spend 1 hr in their faction	Player will be told to leave immediately.	N/A

physical contact.	prison		
False Accusations	Player will be told to leave immediately and banned from GT events	N/A	N/A
Shooting a Drone	Player will be told to leave immediately and banned from GT events	N/A	N/A
Playing Possum	Player will be told to leave immediately and banned from GT events	N/A	N/A
Disrespecting staff members (especially support staff)	Player will be told to leave immediately and banned from GT events	N/A	N/A
Physical Violence	Players will be told to leave immediately and banned from GT events. Authorities will be called	N/A	N/A

CLOSING THOUGHTS

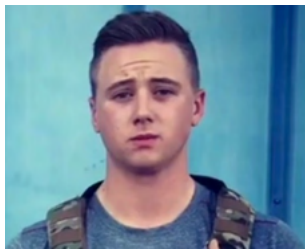
Once again, we couldn't be more excited to have players dive into this event series and it is our sincere hope that these events, characters, and factions generate die hard followings. That being said, at the end of the day the main objective is to escape reality and have fun. Play a character, fill a role you otherwise wouldn't, or couldn't, and take part in something truly epic in scale.

As we go down this path together, we are excited for the advances we will make event to event. New props, new technology, new stories, and bigger fights are all ahead. At the heart of it all though, is the player. You. While we have designed these rules and events with you in mind, improvement never stops. Never hesitate to give feedback or suggestions, it can only help make the series better.

Thank you again, and we can't wait to see you on the field -



Max Connolly



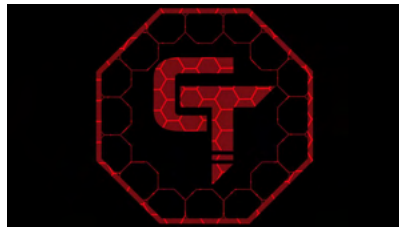
Ian Connolly



Wes Green



Logan Whitaker



Jake Luhrs